A rough passage is cut into the rock. It is 2 feet wide and 2 feet high. It leads off into the darkness.

The Corridor will always be empty until the adventure book states otherwise. An unexpected event will always be triggered on a roll of 1 during the power phase.
A rough passage is cut into the rock. It turns at a angle further in the rock.
The Corner will always be empty unless the adventure book states otherwise. An unexpected event will always be triggered on a roll of 1 during the power phase.